

SCRIPPS RANCH SMALL SIDED GAME SOCCER RULES

- 1) We will play 4 v 4 or 3 v 3 on an about 35 by 25 size field with no goalkeepers.
- 2) All games will be played at a single location. This field is divided into several smaller fields (approximately 35/25) with the field numbers written in front of each goal.
- 3) Substitution is on any dead ball with referee's permission.
- 4) There are no goalkeepers.
- 5) There are no throw ins. All dead balls and out of boundary balls are kick ins. {no goal can be scored directly from these kick ins. It must touch by any player before it goes in a goal (indirect kicks)}.
- 6) Games are 25 minutes per half and 5 minutes half time break.
- 7) Goals will be placed outside of the field boundaries of the goal lines to allow more playing space. **(This is a major change from the previous 3v3 or 4v4 games in the past with the arch in front of goals. We no longer will be using the arch).** Should the ball touch a defending team player within the marked box between the goals and the goal lines (**foot or feet touching the ball inside of this box**), the defending team will be penalized by a penalty kick by a onetime shot against them from the center of the field with no one defending (all players from both teams must move past the mid filed and wait for the kick. Once the shot is taken, there will be a score or no score. Play will continue with a kickoff in case of a goal scored or a goal kick in case of a miss shot). Should the ball touch an attacking team player inside the box (**foot or feet touching the ball inside of this box**), the defending team will be awarded a goal kick.
- 8) Goal kicks can be taken by placing the ball anywhere on the goal line (from corner to corner).
- 9) There is no sliding allowed (indirect kick awarded to the opponent).
- 10) There are no offside calls.
- 11) All kick ins are indirect.